

**THE EFFECT OF USING DESCRIBE AND IDENTIFY GAME  
TOWARD SPEAKING ABILITY OF THE SECOND GRADE  
STUDENTS AT SMPN 6 PEKANBARU**



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PEKANBARU  
1435 H/2014 M**

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STUDENTS AT SMPN 6 PEKANBARU**

A Thesis  
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(S.Pd.)



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## EXAMINER APPROVAL

The thesis entitled *"The Effect of Using Describe and Identify Game toward Speaking Ability of the Second Grade Students at SMPN 6 Pekanbaru"* is written by Mairiza Devina, SIN. 10914006119. It has been accepted and approved by the Final Examination Committee of Undergraduate Degree of Education and Teacher Training Faculty of State Islamic University Sultan Syarif Kasim Riau on Rabi al-awwal 6<sup>th</sup>, 1435 H/January 7<sup>th</sup>, 2014 M. It is submitted as partial requirements for bachelor degree award (S.Pd.) in English Education Department.

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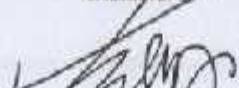
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## مايريزا ديفينا (2013): تأثير استخدام لعبة وصف و عين إلى قدرة التكلم لطلاب الصف الثاني بالمدرسة المتوسطة الأولى الحكومية 6 .

لهذه الدراسة ثلاث ضيغ المشكلة و هي كيف قدرة تكلم الطلاب قبل تعليمهم باستخدام لعبة وصف و عين في الفصل التجربة وأستراتيجية تقليدية في الفصل الضبط لطلاب الصف الثاني بالمدرسة المتوسطة الأولى الحكومية 6 باكنبارو، كيف قدرة تكلم الطلاب بعد تعليمهم باستخدام لعبة وصف و عين في الفصل التجربة وأستراتيجية تقليدية في الفصل الضبط لطلاب الصف الثاني بالمدرسة المتوسطة الأولى الحكومية 6 باكنبارو، و هل هناك تأثير هام من استخدام لعبة وصف و عين إلى قدرة التكلم لطلاب الصف الثاني بالمدرسة المتوسطة الأولى الحكومية 6 باكنبارو.

كانت المواضيع في هذه الدراسة طلاب الصف الثاني بالمدرسة المتوسطة الأولى الحكومية 6 باكنبارو. أخذت الباحثة عشرة فصول للأفرا بقدر 280 طالب، ثم أخذت الباحثة العينات الفصلين هما الفصل الثامن الثمانية فيه 28 طالبا للفصل التجربة و الصف الثامن التسعة فيه 28 طالبا للفصل الضبط. و مجموع العينات في هذه الدراسة 56 طالبا. تتكون الدراسة من المتغيرين هما استخدام لعبة وصف و عين للمتغير X و القدرة على التكلم للمتغير Y .

كانت الدراسة على نوع شبه التجربة. استخدمت الباحثة الاختبار القبلي و الاختبار البعدي مع رص الفرقة غير مناسبة. تقنية جمع البيانات هي الاختبار. يستخدم الاختبار لمعرفة قدرة طلاب الصف الثاني في التكلم بالمدرسة المتوسطة الأولى الحكومية 6 باكنبارو. الخطوة الأولى تقديم الاختبار على الفصل التجربة نحو 6 جلسات و تقدم المعاملة على الفصل الضبط. ثم الخطوة التالية قدمت الباحثة الاختبار البعدي على الفصلين. تقنية تحليل البيانات هي صيغة ت-الاختبار من خلال س ف س س الإصدار السادس عشر.

بناء على تحليل البيانات كشفت الباحثة أن to الملاحظة 9،375 أكبر من ت الجدول 2،03 في مستوى الدلالة 5 في المائة و 2،68 في مستوى الدلالة 1 في المائة 2،02<9،375>1،02. استنبطت الباحثة أن الفرضية البديلة مقبولة و الفرضية الصفرية مرفوضة أو أن هناك تأثير استخدام لعبة وصف و عين إلى قدرة التكلم لطلاب الصف الثاني بالمدرسة المتوسطة الأولى الحكومية 6 باكنبارو.

## ABSTRACT

**Mairiza Devina (2014): The Effect of Using Describe and Identify Game toward Speaking Ability of the Second Grade Students at SMPN 6 Pekanbaru.**

This research was conducted at SMPN 6 Pekanbaru. English has been taught by the teacher at SMPN 6 Pekanbaru by using conventional teaching strategy to improve students' speaking ability. Ideally, the students did not have any problems about speaking. But, in fact some of them were still unable to speak well. They used grammar incorrectly when speaking English. They had lack of vocabulary to produce language orally. Besides, they have a lot of errors in pronouncing the English words that makes the difficult understanding and need frequent repetition to understand it. Lastly, for the fluency aspect, they speak very slow and not smooth. The objectives of the research were to know the students' speaking ability taught without and by using Describe and Identify game and to know the significant effect of using Describe and Identify game toward students' speaking ability

The type of the research used was quasi-experimental research. The writer used pre-test post-test non-equivalent group design. The population of this research was all of the second year students. The writer used cluster sampling by taking two classes only as sample, VIII.8 consisted of 28 students as an experimental class, and VIII.9 consisted of 28 students as a control class. The technique of collecting data was test. The test was used to know the students' speaking ability. The first step was done by giving pre-test to both of classes. Then the writer gave treatment to experimental class for 6 meetings, while the control class was given the conventional teaching strategy. In the next step, the writer gave post-test to both of classes. And the writer statistically analyzed the data by using SPSS 16.0 version.

Based on data analysis, the writer found that  $t_o$  is 7.789 and higher than  $t_{table}$  2.01 in significant level of 5% and 2.68 in 1%,  $2.01 < 7.789 > 2.68$ , so it can be concluded that  $H_a$  accepted,  $H_o$  rejected. It means that there was significant effect of using describe and identify game toward speaking ability of the second grade students at SMPN 6 Pekanbaru. The writer concluded that teaching speaking by using describe and identify game was effective to be used for improving the students' speaking ability.

## ABSTRAK

### **Mairiza Devina (2014): Pengaruh dari Penggunaan Permainan Describe and Identify terhadap Kemampuan Berbicara pada Siswa Kelas 2 SMPN 6 Pekanbaru.**

Penelitian ini diadakan di kelas dua SMPN 6 Pekanbaru. Bahasa Inggris telah diajarkan oleh guru di SMPN 6 Pekanbaru dengan strategi pembelajaran konvensional untuk meningkatkan kemampuan berbicara siswa. Seharusnya, siswa-siswa tidak lagi mempunyai masalah dalam berbicara. Tetapi pada kenyataannya, beberapa diantara mereka masih belum bisa berbicara bahasa Inggris dengan benar. Mereka menggunakan tata bahasa yang kurang tepat sewaktu berbicara. Mereka kekurangan kosakata untuk mengungkapkan sesuatu hal secara lisan. Di samping itu semua, mereka juga mempunyai banyak kesalahan dalam pengucapan kata yang membuat susah untuk dimengerti dan memerlukan pengulangan untuk mengerti. Terakhir, untuk kelancaran aksen mereka berbicara tidak lancar dan kurang lembut. Tujuan penelitian ini adalah untuk mengetahui bagaimana kemampuan berbicara siswa diajarkan tanpa menggunakan permainan describe and identify, bagaimana kemampuan berbicara siswa diajarkan dengan menggunakan permainan describe and identify, dan apakah ada dampak yang signifikan dari penggunaan permainan describe and identify terhadap kemampuan berbicara siswa pada kelas 2 SMPN 6 Pekanbaru. Populasi dari penelitian ini adalah siswa kelas dua SMPN 6 Pekanbaru. Peneliti menggunakan *cluster sampling* dengan menggunakan dua kelas sebagai sampel, kelas VIII.8 yang terdiri dari 28 siswa sebagai kelas eksperimen, dan kelas VIII.9 yang terdiri dari 28 siswa sebagai kelas kontrol.

Penelitian yang digunakan adalah penelitian *quasi-eksperimental*. Penulis mengambil *pre-test post-test non-equivalent group design*. Teknik pengumpulan data adalah tes. Tes digunakan dalam rangka untuk mengetahui kemampuan berbicara siswa pada kelas 2 SMPN 6 Pekanbaru. Tahap pertama dilakukan dengan memberikan pre-test kepada kedua kelas. Kemudian penulis memberikan perlakuan treatment describe and identify game kepada kelas eksperimen selama 6 kali pertemuan, sementara perlakuan strategi pembelajaran konvensional diberikan kepada kelas kontrol. Pada tahap berikutnya, penulis memberikan post-test pada kedua kelas. Teknik analisa data menggunakan rumus T-test melalui SPSS versi 16.

Berdasarkan analisa data, penulis menemukan  $t_o$  adalah 7.789 dan lebih besar dari  $t_{table}$  2.01 pada taraf signifikan 5% dan 2.68 pada taraf signifikan 1%,  $2.01 < 7.789 > 2.68$ . Maka dapat disimpulkan bahwa  $H_a$  diterima,  $H_o$  ditolak. Hal ini berarti ada efek yang signifikan dari penggunaan permainan describe and identify terhadap kemampuan berbicara siswa pada kelas 2 SMPN 6 Pekanbaru.

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In the name of Allah, the most gracious and the most merciful, praise belong to Allah Almighty, the lord of Universe. Through his guidance and his blessing, the writer has completed academic requirement for the award of bachelor degree at the Department of English education, Faculty of Education and Teacher Training of State Islamic University (UIN) Sultan Syarif Kasim Riau.

The title of this thesis is the effect of using describe and identify game toward speaking ability of the second grade students at SMPN 6 Pekanbaru.

In this occasion, the writer would like to express the great thanks to her beloved parents, Iskandar Zein (alm) and Hj. Lindawati who have given her meaningful and useful supports to accomplish this thesis and who always pray for her during her study. Then, the writer would like to thanks to:

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Finally, the writer really realizes that there are many weaknesses on the thesis. Therefore, constructive critiques and suggestion are needed in order to improve this thesis.

May Allah Almighty, the lord of universe bless you all. Amin..

Pekanbaru, November 28<sup>th</sup>, 2013

The writer

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